IBERIAN GAUGE

RULES OF PLAY

3-5 players, about an hour

COMPONENTS

1 Game Board 

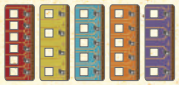
5 Player tiles 

110 Locomotives (22 each of 5 colors) 

60 Share cubes 

5 Railroad Dividend disks 

5 Railroad Share Value disks 

5 Railroad Initiative tiles 

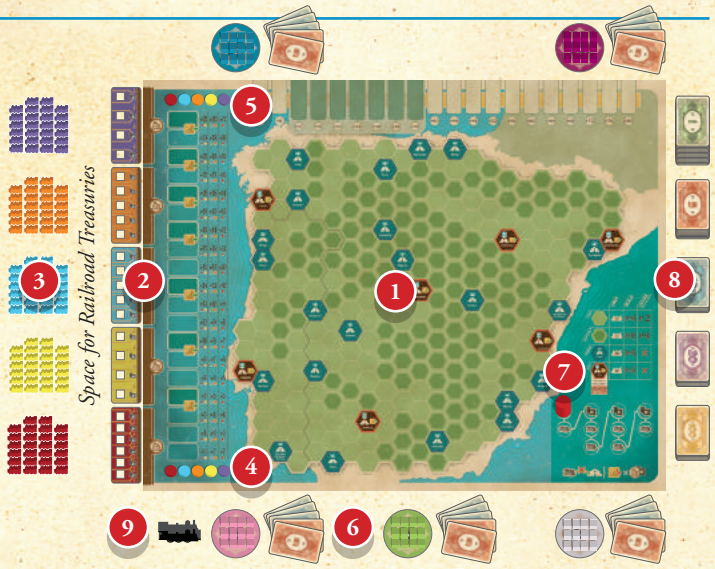
1 Priority Deal token 

150 Currency cards (pesetas) 

1 Round Marker 

SETTING UP

1. Place the game board in the center of the table.
2. Randomly place all 5 Railroad Initiative tiles along the Initiative Track on the left side of the game board. All tiles' arrows should be pointing down, towards the bottom of the board.
3. Place the 22 matching Locomotives next to their corresponding Railroad Initiative tiles, leaving space for the Railroad's Treasury.
4. Place the 5 Railroad Dividend disks below the Dividends Track.
5. Place the 5 Railroad Share Value disks next to the Share Value Track.
6. Give each player ₱40, a player tile, and the matching 12 Share cubes.
7. Place the Round Marker token on the top left space of the Round Track.
8. Place the currency cards in stacks next to the board to create a bank.
9. Randomly determine a starting player. They receive the Priority Deal token and will begin the game.



SEQUENCE OF PLAY

The game is played over a series of Stock and Build rounds, as shown on the Round Track. At the completion of each round, move the marker to the next round on the Round Track by following the line. At the end of the final Build round, the game ends.

Stock Round



Stock rounds begin with the player holding the Priority Deal token and continuing clockwise around the table. During your turn in a Stock round, you must either purchase a Share or Pass. The Stock round ends when all players have consecutively passed. When all players have consecutively passed, the first player to have consecutively passed takes the Priority Deal token.

Starting a Railroad

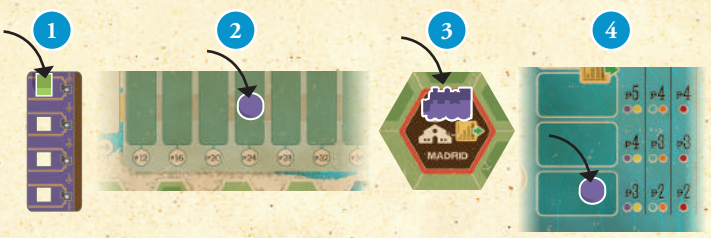
If you purchase the first Share in a Railroad (the topmost space on a Railroad's Initiative tile), you determine the Railroad's starting Share Value and where the Railroad begins.

First, place one of your Share cubes onto the topmost available Share space (the square cutouts) on the Railroad's Initiative tile (1). This represents you owning a Share of that Railroad.

Next, choose a space on the Share Value Track from ₱12 to ₱36 and place the Railroad's Share Value token on that space (2). Pay the selected share value amount into that Railroad's Treasury, placing the cash next to the Railroad's Initiative tile and Locomotives.

Then, take one of the Railroad's Locomotives and place it on the map. The Locomotive must be placed in a Major City (3). It may not be placed in a Major City that contains another Railroad's Locomotive unless all Major Cities are already occupied.

Finally, place the matching Railroad Dividend disk on the first space at the bottom of the Dividends Track (4).



Investing in a Railroad

If you purchase any other Shares in a Railroad that has already been started, simply pay the current Share Value to the Railroad's Treasury and place one of your Share cubes on the topmost available space of the Railroad's Initiative tile. If there are no available spaces, you cannot invest into that Railroad.

Stock Round Restrictions: While a player can purchase a Share from multiple companies during the Stock Round, they **cannot purchase more than one Share from the same Railroad in a Stock round**.

On your turn, instead of purchasing a Share, you may pass and do nothing. However, if you pass, you may reenter the Stock round later.

Build Round



Railroads may build track in the Build round. Railroads build in initiative order. After each Railroad completes their build, that Railroad receives dividends.

Initiative Order

During each Build round, track is built in Initiative order. Initiative order is determined by the Railroad Initiative tiles arrayed along the left side of the board.

Initiative order begins with the first filled Share space (the square cutouts where Share cubes are placed during the Stock Round) on the Railroad Initiative tile at the top of the board, and proceeds all the way to the last filled Share space on the Railroad Initiative tile at the bottom of the board. Empty Share spaces are skipped.

In this initiative order, each Share cube on each Railroad Initiative tile will enable the owner to extend that Railroad's network of track on the map by one hex.



Example: The Initiative order shown on the right is:

1. *The Magenta player may build 1 purple track*
2. *The Blue player may build 1 orange track*
3. *The Green player may build 1 orange track*
4. *The Blue player may build 1 orange track (their second)*
5. *The Blue Railroad has no filled Share spaces, so is skipped*
6. *The Pink player may build 1 yellow track*
7. *The Magenta player may build 1 yellow track*
8. *The Red Railroad has no filled Share spaces, so is skipped*

Building Track

Track is built by the Shareholders of that Railroad. Following the Initiative Order, each player with a Share cube can build track. If a Railroad has no Shareholders or unused Locomotives, that Railroad does not build track.

The first Shareholder of a Railroad may take one of the Railroad's unused Locomotives and place it on the map. A Railroad Locomotive in a hex denotes that a Railroad has track in that hex.

The cost of the track is paid to the bank from the Railroad's Treasury. If the Railroad cannot afford the track cost, it cannot build that track. However, a Shareholder is not required to build track, even if the Railroad has sufficient funds in its Treasury.

Track Cost

Easy hex ..... ₽4

Difficult hex ..... ₽8

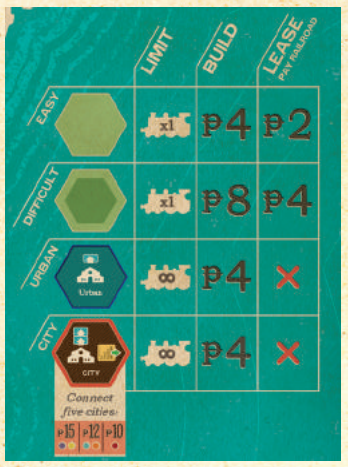
Urban hex ..... ₽4

Major City hex .... ₽4

In the same way, any remaining Shareholders may place one Locomotive each.

Built track must connect to that Railroad's existing track, either by placing it in a hex adjacent to a hex with that Railroad's existing track or by leasing track from another Railroad that is adjacent to the Railroad's existing track.

Only one Railroad may have a Locomotive in an Easy or Difficult hex. Urban hexes and Major Cities may hold one of each Railroad's Locomotive. A Railroad may never have two Locomotives in the same hex.



Costs for building and leasing track, as well as how many locomotives are allowed on each type of hex, are listed on the board.

Leasing Track

A Railroad may lease track from other Railroads in order to place a Locomotive in a hex not directly connected to one of its existing Locomotives. Only track in Easy and Difficult hexes may be leased. The leased track must follow the shortest route from the Railroad's existing Locomotive to the newly built Locomotive.

The cost of leased track is ₽2 for each Easy hex and ₽4 for each Difficult hex. It must be paid from the building Railroad's Treasury to the leasing Railroad's Treasury. After paying for the leased track, place the Railroad's Locomotive in the selected build hex and pay the build cost of the hex to the bank.



Example: The Blue Railroad builds track from Cuenca to Valencia by leasing 3 Purple Railroad track and 1 Red Railroad track. Blue pays $12 to the Purple Railroad ($4 for each of the 3 Purple Railroad tracks in Difficult terrain), $2 to the Red Railroad (for the 1 Red Railroad track in the Easy terrain), and $4 to the bank for placing a new Locomotive in Valencia. In total, the Blue Railroad spent $18 to build track in Valencia. Since Valencia is a Major City, the Blue Railroad's marker is increased 2 spaces on the Dividends Track and 1 space on the Share Value Track!

Bonuses

Increase Dividends

When building in a hex showing this icon / , move the corresponding Railroad's marker on the Dividends Track up by one space for each icon shown. An Urban hex shows one icon , while a Major City hex shows two .

Increase Share Value

When building in a Major City hex showing this icon , or when crossing over the same icon icon while moving up the Dividends Track, move the corresponding Railroad's Share Value marker one space to the right on the Share Value Track.

Major Cities Connection

If a Railroad connects to **five Major Cities**, either directly or through leased track, then a Special Dividend is paid. Find the Railroad's color next to the Major Cities Connection bonus. Each Shareholder receives that amount of money for each Share they own in that Railroad. The Railroad also receives that amount for each unpurchased Share. Place the Railroad's money in the Railroad's Treasury.

Share Value Penalty

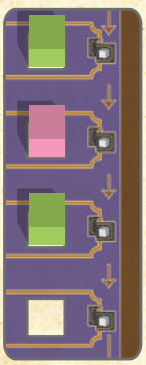
If over the course of a Railroad's entire Build turn, the Railroad did not connect to a new Urban or a new Major City, it is penalized.

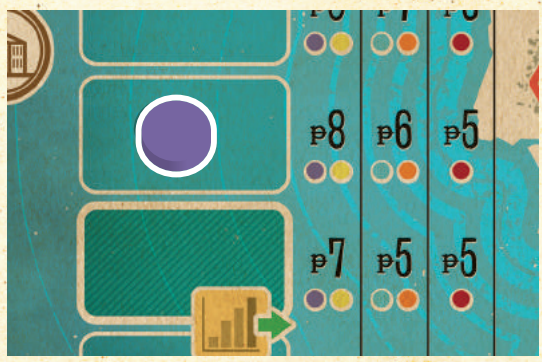
For each Share owned by **players only**, the Railroad's Share Value drops one space.

Example: a Railroad with 3 Shares owned by players does not reach a new Urban hex or Major City during a Build turn. It drops three spaces on the Share Value Track.

Dividends

After a Railroad has completed building during its turn in the Build round, the bank pays all the Railroad's Shareholders their dividends. Each space of the Dividend Track shows the dividend payouts per Share for each Railroad, next to the location of the Railroad's Dividend disk. Find the Railroad's color next to the Railroad's Dividend disk and pay **each Share** the amount printed on the Dividend Track, both to players **and unpurchased Shares** in the Railroad. The amount shown is paid **per Share** to any player who owns Shares in the Railroad, and also to the Railroad's Treasury for unpurchased Shares.





Example: Next to the space that the Purple Railroad disk occupies on the Dividends Track, we can see that each Share pays out ₽8 (the value above the purple dot). Checking the Purple Railroad's Initiative tile, we can see that the Green player will earn ₽16 (₽8 for each of their two Shares), the Pink player will earn ₽8, and the Purple Railroad will earn ₽8, paid to the Railroad's Treasury.

Share Value Restrictions

A Railroad's Share Value may not drop past the leftmost space, or move beyond the rightmost space of the Share Value Track.

ENDING THE GAME

The game ends at the end of the final Build round. All players add their cash in hand to the value of all of their Shares. Each Railroad's Shares are worth the value indicated by the corresponding marker on the Share Value Track. The player with the most money wins the game. Ties are possible.

Credits

Design: Tom Russell Artwork: Ian O'Toole Development: Tim Coles Editing: Travis D. Hill Project Management: Clay Ross

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